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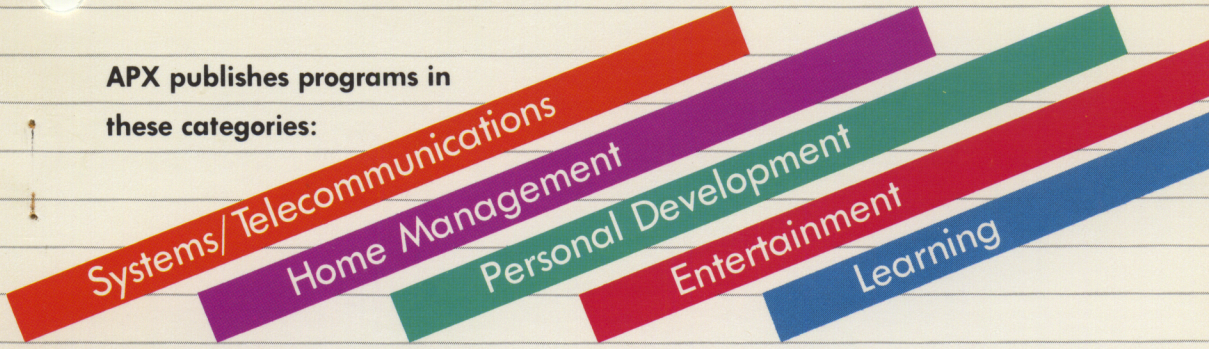

MIDAS TOUCH

LEARNING

Guess a phrase before time runs out

1-4 players (ages 6 and up)

by Duane Bolster

Requires: ATARI BASIC Language Cartridge

Cassette version (2): (APX-10115)	ATARI 410 Program Recorder 32K RAM
Diskette version (1): (APX-20115)	ATARI 810 Disk Drive 32K RAM

Edition B

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Program and Manual Contents ©1982 Duane Bolster

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Introduction

OVERVIEW

The MIDAS TOUCH gives you the chance to relive the fantasy and power of King Midas by letting you turn letters into gold, solve word puzzles, and win money. You gain the "touch" with a little bit of luck and spelling words corrrectly. The game's options are: 1) number of players between one and four, 2) type of game, 3) time limit for choosing letters, and 4) level of difficulty.

The MIDAS TOUCH offers two types of games. In game 1, you fill in blanks on the upper third of the screen. In the more difficult game 2, you fill in the blanks in a clue phrase and then try to guess the secret word.

You have three game choices in each turn. You can choose a consonant, buy a vowel, or guess the solution. Choose a consonant by "spinning" a wheel of words which scroll across the screen in single file. Depending on where the wheel stops, You either win a free spin token (usable at any time), choose a consonant, or lose all your points. When the wheel lands on GOLD and you guess a correct consonant, your wealth mounts.

Accrue riches and you have the option to buy vowels. Write the correct answer and your winnings are added to a grand total.

REQUIRED ACCESSORIES

ATARI BASIC Language Cartridge

Cassette version

32K RAM
ATARI 410 or ATARI 1010 Program Recorder

Diskette version

32K RAM
ATARI 810 or ATARI 1050 Disk Drive

CONTACTING THE AUTHOR

Users wishing to contact the author about MIDAS TOUCH may write him at:

11441 N.E. Fargo
Portland, Oregon 97220

or telephone him at:

(503) 255-4742

Getting started

LOADING MIDAS TOUCH INTO COMPUTER MEMORY

1. Insert the ATARI BASIC Language Cartridge in the cartridge slot of your computer.

2. If you have the cassette version of MIDAS TOUCH:

   a. Connect your program recorder to the computer and to a wall outlet.

   b. Turn on your computer and your TV set.

   c. Slide the MIDAS TOUCH cassette into the program recorder's cassette holder and press REWIND on the recorder until the tape rewinds completely. Then press PLAY.

   d. Type CLOAD on your computer and then press the RETURN key two times. The tape will load into computer memory.

   e. After the tape finishes loading, the word READY displays on your TV screen. Type RUN and press the RETURN key. The program's first display screen will appear on your TV screen.

If you have the diskette version of MIDAS TOUCH

   a. Have your computer turned OFF.

   b. Turn on your disk drive.

   c. When the BUSY light goes out, open the disk drive door and insert the the MIDAS TOUCH diskette with the label in the lower right-hand corner nearest to you. (Use disk drive one if you have more than one drive.)

   d. Turn on your computer and your TV set. The program will load into computer memory and start automatically.

THE FIRST DISPLAY SCREEN

Once the program loads into computer memory, you see:

THE
MIDAS
TOUCH
1 PLAYER OPTION
GAME 1 SELECT
DIFFICULTY 1 2 3 4
* TIME LIMIT 30 SECONDS

Below this display, you see the "gold finger" above a scrolling series of random letters and the copyright information.

SELECTING YOUR OPTIONS

You can select the game options in any order from the keyboard. MIDAS TOUCH offers two types types of games in which one to four people can play.

GAME ONE - Guessing a phrase

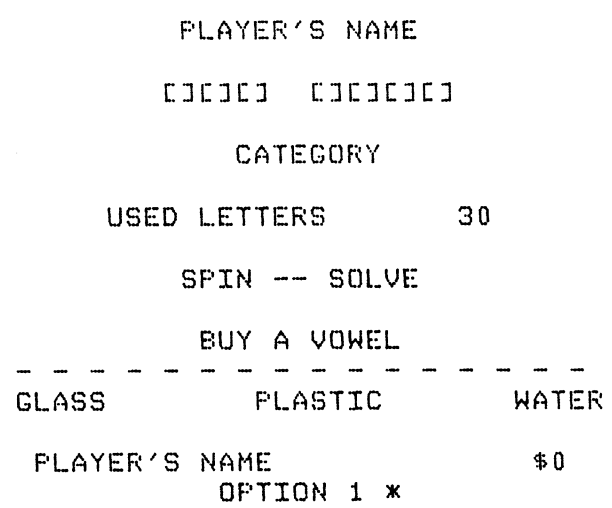
In game one, you guess consonants and vowels until you think you know the hidden word or words. The first display screen offers the one-player option. Press the OPTION key repeatedly to choose a two, three, or four-player game. The desired number will appear on the screen.

The first display screen automatically provides the GAME 1 option. Play game one by pressing a number key representing your chosen difficulty level. The level of difficulty determines the number of clues on the screen. Level one, the easiest, has the greatest number of hints to the solution. Level four, the hardest, has the fewests hints.

The time limit is the number of seconds you have to choose a vowel or consonant, spin the list of words, or solve the puzzle. Choose the 30 second limit, displayed on the screen, by pressing the space bar. Select a different time limit by pressing the up arrow key to increase the number of seconds or the down arrow key to decrease the time limit and then press the space bar. MIDAS TOUCH offers a five second minimum limit and a 240 second maximum limit. An asterisk (*) appears at the bottom of the screen with an even time choice. With the asterisk, you risk losing one-half of your money if the scrolling words stop on LOSE TOUCH (To be discussed further under PLAYING MIDAS TOUCH).

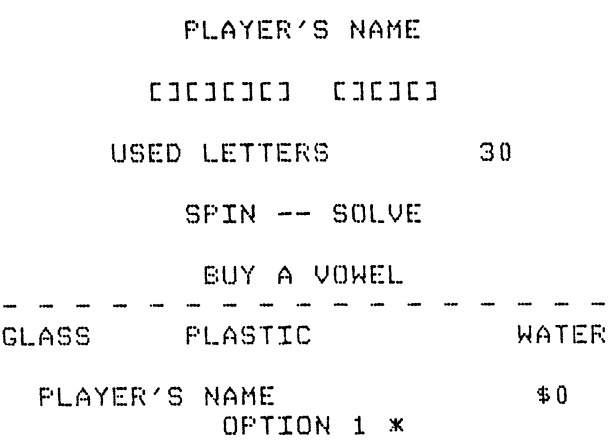
When you've completed your choices, press the space bar and

enter the players' names. You can use up to nine letters for each name. Press the RETURN key and then the space bar, when instructed, to display the following game screen for level one.



This is the easiest level. Your name displays above the number of blanks in the phrase to be guessed. Below the blanks you see a category, space for used letters, and the spin, solve, or buy a vowel options. The time limit appears to the right. The scrolling words displays at the bottom of the screen above your name, accumulated money, and game option 1. The asterisk indicates an even numbered time limit.

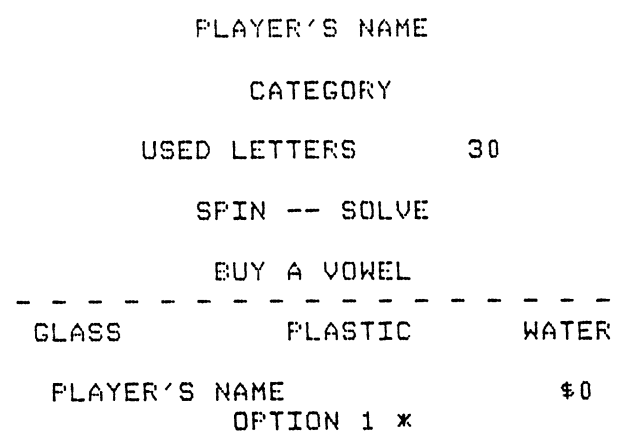
Choose level two to see the following playing screen:



This level is more difficult than level one. You no longer see the category of the phrase to be guessed. Your name displays above

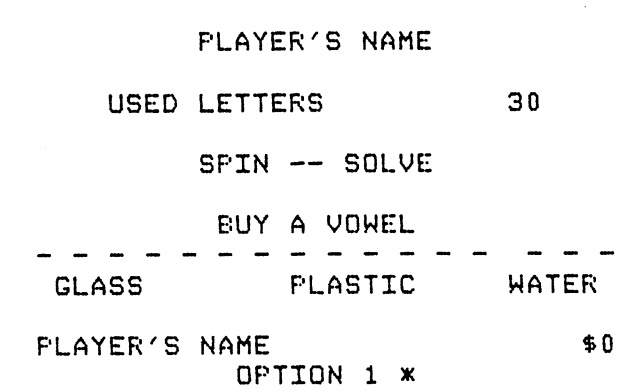
the number of blanks in the word to be guessed. Below the blanks you see the space for used letters and the spin, solve, and buy a vowel options. The time limit appears to the right. The scrolling words display at the bottom of the screen above the player's name, accumulated money, and game option 1. The asterisk indicates an even numbered time limit.

If you choose level three, the following playing screen appears:



This level is still harder than the preceding levels. You don't see the blanks as clues to the hidden word. Your name displays above the category of the word to be guessed. Below the category, you see the space for used letters and the spin, solve, and buy a vowel options. The time limit appears to the right. The scrolling words display along the bottom of the screen above the player's name, accumulated money, and game option 1. The asterisk indicates an even numbered time limit.

If you chose level four the following screen appears:



This level is the hardest. You have no blanks or categorical references as aids. The program displays your name above the used letter section. The time limit appears to the right. The spin, solve, and buy a vowel options appear above the scrolling words, player's name, accumulted money, and game option 1. The asterisk indicates an even numbered time limit.

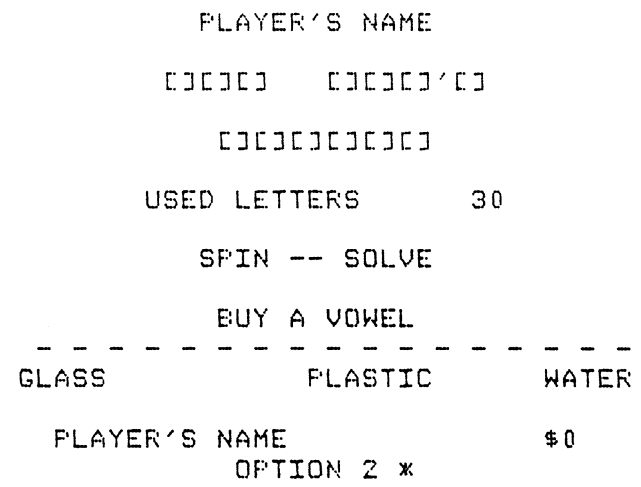
GAME TWO - Guess the Clue and Write the Word

In game two, you guess consonants and vowels until you know the hidden word clue. Then, with the clue in mind, type the solution to the puzzle. The first display screen offers the one-player option. Press the OPTION key repeatedly to choose a two, three, or four-player game. The desired number will appear on the screen.

The first display screen automatically provides the GAME 1 option. Press the SELECT key to change to GAME 2. Type a number between one and four to choose a level of difficulty. The level of difficulty determines the number of clues on the screen. Level one, the easiest, has the greatest number of hints to the solution. Level four, the hardest, has no hints.

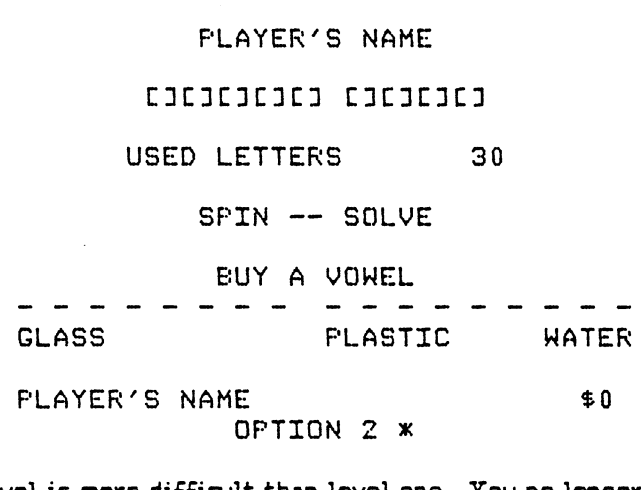
The time limit is the number of seconds you have to choose a vowel or consonant, spin the list of words, or solve the puzzle. Choose the 30 second limit, displayed on the screen, by pressing the space bar to begin the game. Select a different time limit by pressing the up arrow key to increase the number of seconds or the down arrow key to decrease the time limit. Then press the space bar. MIDAS TOUCH offers a five-second minimum time limit and a 240-second maximum limit. An asterisk (*) appears on the bottom of the screen with an even numbered time choice. With the asterisk, you risk losing half your money if the scrolling words stop on LOSE TOUCH (to be discussed further under PLAYING MIDAS TOUCH).

When you've completed your choices, press the space bar and enter the players' names. You can use up to nine letters for each name. Press the RETURN key and then the space bar to display the game screen for level one.



This is the easiest level. Your name displays above the number of blanks in the clue above the blanks in the word to be guessed. Below the blanks you see the space for used letters and the spin, solve, or buy a vowel options. The time limit appears to the right. The scrolling words display at the bottom of the screen above your name, accumulated money, and game option 2. The asterisk indicates an even numbered time limit.

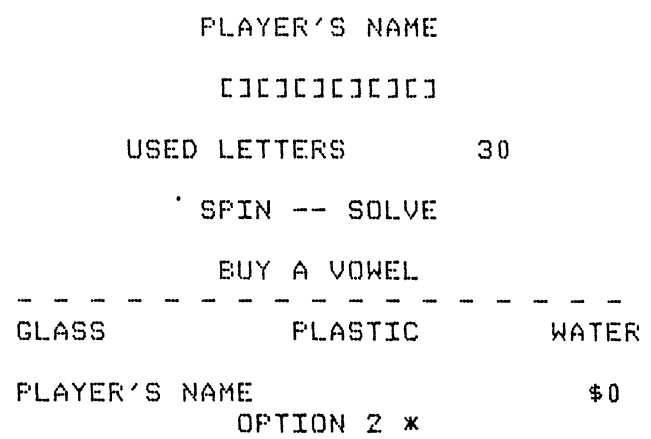
Choose level two to display the following playing screen:



This level is more difficult than level one. You no longer see the number of blanks in the word to be guessed. Your name displays above the blanks in the clue. Below the blanks you see the space

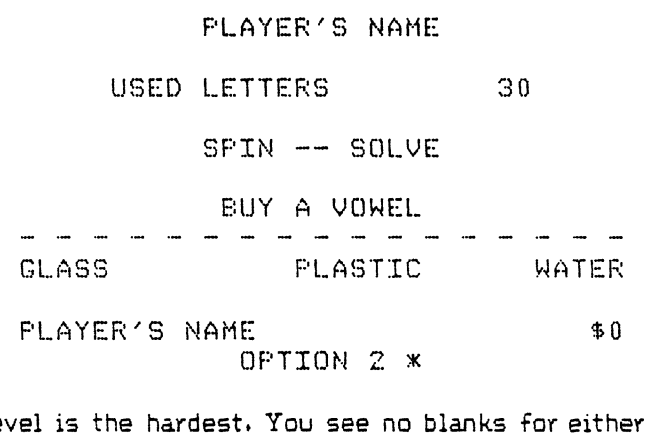
for used letters and the spin, solve, and buy a vowel options. The time limit appears to the right. The scrolling words display at the bottom of the screen above the player's name, accumulated money, and game option 2. The asterisk indicates an even numbered time limit.

If you choose level three, the following playing screen appears:



This level is still harder than the preceding levels. You only see the number of blanks in the word to be guessed. Below the blanks, you see the space for used letters and the spin, solve, and buy a vowel options. The time limit appears to the right. The scrolling words display along the bottom of the screen above the player's name, accumulated money, and game option 2. The asterisk indicates an even numbered time limit.

If you choose level four the following screen appears:



This level is the hardest. You see no blanks for either the clue or the word to be guessed. Your name displays above the used

letter section. The time limit appears to the right. The spin, solve, and buy a vowel options appear above the scrolling words, player's name, accumulated money, and game option 2. The asterisk indicates an even numbered time limit.

Using MIDAS TOUCH

INTRODUCTION

The display for game one or game two appears with the first player's name at the top of the screen. Then the timer starts counting down one-half of the chosen time limit. A player must make the choice to spin the wheel of words, solve the puzzle, or buy a vowel before his time runs out. Depending on your choice, the luck of your "spins", and the correctly guessed vowels and consonants, you will proceed to accrue wealth and win the game (see Figure 1).

The procedures for both game one and two are the same. Differences between a one-player and multiplayer game are noted in the following explanations.

SPINNING THE WHEEL

Spin the wheel in a one-player and multiplayer game by pressing any number between 1 and 9. You determine the force of the spin by the size of the number (the higher the number, the stronger the force of the spin). The words scroll across the screen and finally stop with the "gold finger" pointing to one of the following:

1. FREE SPIN - One-player game - If your "spin" lands on FREE SPIN, MIDAS TOUCH stores it as an asterisk on the screen next to your name. Generally, if you choose a vowel or consonant which is not in the phrase, or make an incorrect guess at the solution, the program will automatically deduct up to $500 of your accrued wealth. If you have a FREE SPIN, the program will automatically use it instead of taking your money. If you guess an already chosen letter, MIDAS TOUCH penalizes your poor memory by deducting up to $500 (even if you have a FREE SPIN).

FREE SPIN - Multiplayer game - If your "spin" stops on FREE SPIN, MIDAS TOUCH stores it as an asterisk on the screen next to your name. Generally, if you choose a vowel or consonant which is not in the phrase, make an incorrect guess at the solution, or land on LOSE A TURN, MIDAS TOUCH automatically moves to the next player. If

you have a FREE SPIN, the program lets you take the extra spin at this time. If you guess an already chosen letter you lose your turn.

2. LOSE A TURN - One-player game - If your "spin" stops on LOSE A TURN, the program automatically deducts up to $500 unless you have a FREE SPIN. MIDAS TOUCH automatically removes your FREE SPIN.

LOSE A TURN - Multiplayer game - If your "spin" stops on LOSE A TURN, play goes to the next player unless you have a FREE SPIN.

3. LOSE TOUCH - One-player and multiplayer game - If you're playing with an even time limit (indicated by an asterisk at the bottom of the screen), stopping on LOSE TOUCH deducts one-half of your winnings. If you're playing with an odd time limit (no asterisk), LOSE TOUCH deducts all of your winnings.

4. A mineral -- for example GOLD, SILVER, OIL, ROCK - One-player game - When your "spin" stops on a mineral or compound, you have your total time limit to choose a consonant from the keyboard. If you choose a consonant that's in the phrase, at each occurrence the letter turns into the mineral or compound under the finger. MIDAS TOUCH computes the letter's value in dollars on the screen and adds the amount to your score. The correctly guessed letter appears in the same color as your name. If the consonant isn't in the phrase, MIDAS TOUCH deducts up to $500 unless you have a FREE SPIN. All consonants (correct and incorrect) appear in a used letter section. When you've chosen all the consonants in the phrase, you're required to guess the solution (see GUESSING THE SOLUTION).

A mineral -- for example GOLD, SILVER, OIL, ROCK - Multiplayer game - You have the total time limit to choose a consonant from the keyboard. If you choose a consonant that's in the phrase, at each occurence, the letter turns into the mineral or compound under the finger. MIDAS TOUCH computes the letter's value in dollars on the screen and adds the amount to your score. The correctly guessed letter appears in the same color as your name. You then get another turn to spin the wheel, give the solution, or buy a vowel. Keep your turn until you make a mistake. Then the turn moves to the next player. All consonants (correct and incorrect) appear in a used

letter section. When you've chosen all the consonants in the phrase, you're required to try to guess the solution (see GUESSING THE SOLUTION).

BUYING A VOWEL

The program displays the option to buy a vowel before you choose to spin the wheel. If you have accrued $250 in a one-player or multiplayer game, you may select a vowel from the keyboard. If it's correct, the program deducts $250 and inserts the letter at each occurrence. If it's incorrect, play goes to the next player without a $250 deduction. If you attempt to buy a vowel with less than $250, MIDAS TOUCH ignores the request and you must choose to "spin" or solve the puzzle.

GUESSING THE SOLUTION

If you choose to solve the puzzle:

1. Press "S"

2. Game 1 Once the timer starts counting down from three times your chosen time limit, type the solution including all punctuation and spaces.

3. Game 2 Once the timer starts counting down from three times your chosen time limit, type the answer to the puzzle clue.

The program accepts the correct solution immediately without pressing RETURN.

In a one-player game a correct or incorrect solution ends the game. With a correct solution you're awarded a bonus of $1000. Press the space bar to continue to the next game in the set. At the end of three games, your total score for all games dislays along with this message:

```
DO YOU WISH NEW
NAMES  TIME  OR
  GAME OPTION?
     (Y/N)
```

Type "Y" and the first display screen reappears. You can start a three-game set with new options. Type "N" to play again with the same options.

In a multiplayer game, an incorrect solution removes that player from the game, and the other players continue. A correct solution ends the game. Press the space bar to move to the next game in the competition. The winner keeps all money earned during the game, while other players lose all their earnings. At the end of three games, the total score for each player displays and you see this message:

```
DO YOU WISH NEW
NAMES  TIME  OR
  GAME OPTION/
     (Y/N)
```

Type "Y" to see the first display screen. You can start a three-game set with new options. Type "N" to play again with the same options.

Strategies and hints

Remember that some consonants occur more often than others in the English language. Common letters include S, T, R, and N. Try these consonants early in the game. If you feel certain that a consonant appears many times in the phrase, save that guess for a roulette wheel spin when the finger lands on a valuable compound.

MIDAS TOUCH accepts the correct solution the moment you type the last letter. If your solution isn't correct, use the DELETE/BACK S key and try again until you get it right or time runs out. Con't press the RETURN key at any time during your solution unless you decide to give up.

If you press the START key during the game, you may either return to the first game with the current players and options, or set up a new game format. Press the space bar at the end of the game to proceed to a new game.

APX
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Santa Clara, CA 95055

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1. Name and APX number of program.

2. If you have problems using the program, please describe them here.

3. What do you especially like about this program?

4. What do you think the program's weaknesses are?

5. How can the catalog description be more accurate or comprehensive?

6. On a scale of 1 to 10, 1 being "poor" and 10 being "excellent", please rate the following aspects of this program:

   _____ Easy to use
   _____ User-oriented (e.g., menus, prompts, clear language)
   _____ Enjoyable
   _____ Self-instructive
   _____ Use (non-game programs)
   _____ Imaginative graphics and sound

7. Describe any technical errors you found in the user instructions (please give page numbers).

8. What did you especially like about the user instructions?

9. What revisions or additions would improve these instructions?

10. On a scale of 1 to 10, 1 representing "poor" and 10 representing "excellent", how would you rate the user instructions and why?

11. Other comments about the program or user instructions:

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[seal here]